

Akshay Rawat

7+ years turning complexity into simple, beautiful experiences at scale – with craft, systems thinking, and AI fluency.

DESIGN

ClickUp Senior AI Product Designer

Owning end-to-end design for ClickUp's AI-native products and scaling them across surfaces, from small teams to large orgs.

Rebuilt Custom Fields, the core engine 20M+ people use to shape the product around their work, into a multi-surface system – then drove its adoption across 4 product teams. Designed agentic AI as a native capability: it reads intent, acts on the user's behalf, and defers when uncertain to keep trust. Cut task completion times in half and lifted task success to 92%.

Architected a new model for staying on top of work: a personal, AI-powered feed that consolidates every signal across the ClickUp ecosystem (DMs, comments, task updates, docs) so people can prioritize their attention – carried from idea to pitch to prototype to proof of concept.

San Francisco, CA – Sep '25 to Present

Smartsheet Lead Product Designer

Owned end to end integration of Resource Management (RM), an acquired startup, into the core Smartsheet platform.

Boosted discoverability 150% and unlocked \$2M+ in quarterly sales pipeline by introducing new discovery, monetization, and upgrade journeys – replacing a weeks-long, sales-led setup with self-serve, AI-powered onboarding that got teams running on their own in minutes.

Aligned 3 partner teams on a shared integration standard for surfacing an acquired product inside the platform – driving consensus on patterns they each adopted, so RM felt native.

San Francisco, CA – Oct '23 to Sep '25

Foundation Studio Senior Interaction Designer

Drove 0→1 design for early-stage startups. Owned the full arc from ambiguous vision to shippable product: strategy, IA, design systems, and rapid prototyping.

San Francisco, CA – Jun '23 to Oct '23

Genemod Product Designer

Secured \$4.5M in funding by redesigning biotech productivity tools for preclinical research – simplifying complex planning systems through modular IA & intuitive, collaborative workflows.

Seattle, WA – Feb '23 to Jun '23

Cedar Product Designer, Researcher

Led 0→1 design and strategy for a healthcare fintech product, taking pre-visit payments from ambiguity to first prototype. Mapped patient psychology through qualitative research; then shaped the core UX principles, flows, and product roadmap.

New York, NY – Jun '22 to Aug '22

PwC Senior Associate, Process Designer

Cut 100+ hours/client by building an app that automated a manual finance workflow – ETL, reconciliation, and analysis.

Drove on-time, on-budget delivery across 83% of a 5-market portfolio by building a XFN planner that cut comms overhead.

San Francisco, CA – Sep '18 to Jul '21

PROCESS

AI-native workflow, end to end

I'm a self-starter that quickly turns ideas into tested, near-production work.

- Define: I partner with PMs and TMs to write requirements, grounded in real metrics, user research, and competitor analysis via agents wired to Amplitude, Canny, and Mobbin.
- Prototype: I go from requirements to prototypes in 48-hour cycles using Claude Code and Cursor (Figma + Storybook MCPs), so stakeholder feedback lands on something real and teams build alignment faster.
- Handoff: I deliver interactive prototypes engineers can feel, not just static mocks – enabling teams to ship faster.

RESEARCH

Radicle: Reimagining Food Systems Researcher

Won Core77's Social Impact Award '24 by designing a service at the intersection of food waste, climate-smart agriculture, and stewardship for small and mid-sized growers – grounded in literature reviews, field research, and interviews, then validated through interdisciplinary co-design and narrative prototyping.

Seattle, WA – Jan '23 to Jun '23

Click & Pledge Researcher, Interaction Designer

Reduced support tickets by 14% by closing usability and accessibility gaps in Connect, a fundraising platform for 20K+ nonprofits tied to \$1B+ in donations.

Seattle, WA – Feb '23 to Jun '23

Privacy in Wearable Sports Tech Researcher

Investigated personal data autonomy and privacy in sports through speculative design and attitudinal research methods, including surveys, interviews, & focus groups.

Seattle, WA – Jan '22 to Jun '22

EDUCATION

University of Washington, Seattle '23

M.S. in Human Centered Design & Engineering. Completed a 3-week sprint in Experience Design at the University of the Arts, Creative Computing Institute in London, UK.

Virginia Tech '18

B.S in Business Information Technology with a minor in Industrial Design. Completed a semester abroad focusing on International Business and Finance at the University of Economics in Prague, Czech Republic.

CONTACT

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